GULTHIR

A gaunt, towering figure looms before you. Its skeletal frame is draped in folded skin and its bald head is covered in lesions and sickly growths. Its mouth is a seeping wound and its eyes are twin points of burning light.

Demoted Devils. Gulthirs are unique in the hierarchy of devils in that they are somewhat removed from the rigid chain of command to which all devils must adhere. They are not a fiendish form that a lesser devil can be promoted into, but rather a lowly form that devils can be demoted to when they fail their superiors in some way. Transformation into a gulthir doesn't strip the devil of its identity or memories, and is not intended to be a permanent situation (most of the time). It is up to the newly demoted gulthir to once again prove themselves worthy of their station and earn back the status they once held.

Feared By All. Gulthirs are often put to work as a punitive force within fiendish society. They are feared by all lesser devils because they are one of the few creatures capable of completely destroying a devil, soul and all, even when they are not on their home plane of existence. When a gulthir swallows a creature, its

digestive fluids have an effect similar to spells of domination on the victim, however, if the swallowed creature is a devil the gulthir can digest them and absorb their essence, completely destroying the original creature and empowering the gulthir. Gulthirs can also choose for a digested fiend to be reborn as another gulthir, which they will promptly disgorge as a crude means of propagating their species.

Status Symbols. Treasure and magic items are seen as a symbol of status in most cultures, and the same is true among devils. Gulthirs greedily cling to any and all treasure they can find, adorning themselves in jewels and finery as a means of altering the perception of others to think more highly of them. They often carry trinkets in their gizzard that are especially precious in order to protect them from rivals.

Gulthir

Large Fiend (Devil), Lawful Evil

AC 15 (natural armor) **Initiative** +3 (13)
Hit Points 105 (10d10 + 50)
Speed 20 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
Str 19	+4	+4	**Dex** 16	+3	+3	**Con** 20	+5	+8
Int 8	-1	+2	**Wis** 16	+3	+3	**Cha** 18	+4	+4

Skills Stealth +6, Intimidation +7, Perception +6
Immunities Fire, Poison, Poisoned
Resistances Acid, Cold
Senses Darkvision 60 ft., Truesight 30 ft., Passive Perception 16
Languages Celestial, Draconic, Infernal (telepathy 100 ft.)
Challenge 5 (XP 1800; PB +3)

Traits

Gulthir Gizzard. A gulthir's gizzard can hold one creature at a time. Any creature swallowed by the gluthir is immediately restrained and placed under the effects of a *Dominate Monster* spell controlled by the gulthir. If the creature is disgorged by the gulthir, it can attempt to make a DC 17 Wisdom Saving Throw at the end of each of its turns to end the effects of the spell. The effect ends if the gulthir is killed or if the dominated creature's eyes are washed with holy water.

Actions

Multiattack. The creature makes a bite attack and a claw attack.

Bite. *Melee Attack Roll:* +7 to hit, reach 10 ft. *Hit:* 21 (4d6 + 4) Slashing damage and the target is grappled (escape DC 15).

Claw. *Melee Attack Roll:* +7 to hit, reach 10 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage and the target is grappled (escape DC 15).

Disgorge. The gulthir spews a creature held in its gizzard into an unoccupied space within 5 feet of it. The creature's eyes are covered with an ichorous white film.

Spellcasting. The gulthir's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: *Misty Step*
- 5/day each: *Fear, Ray of Enfeeblement*

Reactions

Ingest Evil. *Trigger*: The gulthir starts its turn with a fiend in its gizzard. *Response*: The fiend is digested, instantly destroying the creature. The gulthir gains temporary hit points equal to the current hit points of the digested fiend before it is destroyed and the gulthir has advantage on saving throws for one minute.

Spawn Gulthir. *Trigger*: The gulthir starts its turn with a fiend in its gizzard. *Response*: The fiend is transformed into a new gulthir.Gu

Swallow Whole. *Trigger*: The gulthir starts its turn with a creature that is smaller than it grappled. *Response*: The creature is swallowed whole and placed in the gulthir's gizzard.

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Created in compliance with the Dungeons & Dragons SRD 5.1